

L Number	Hits	Search Text	DB	Time stamp
2	5956	((463/1,40-43,29,23).ccls. or(345/121,139).ccls. or (273/317.1,461).ccls.) or (709/203, "218").ccls.	USPAT; US-PGPUB; JPO	2003/06/17 13:20
-	79880	(client or (work adj2 station) or pc) and (server or host)	USPAT; US-PGPUB; JPO	2003/06/17 13:20
-	25713	(store or save or record) and game	USPAT; US-PGPUB; JPO	2003/06/11 10:22
-	1217	((store or save or record) with (character or player or avatar) with (server or host))	USPAT; US-PGPUB; JPO	2003/06/11 10:21
-	343	((store or save or record) with (character or player or avatar) with (server or host))) and client	USPAT; US-PGPUB; JPO	2003/06/11 10:22
-	119	((store or save or record) with (character or player or avatar) with (server or host))) and client) and game	USPAT; US-PGPUB; JPO	2003/06/11 10:25
-	98	((store or save or record) with (character or player or avatar) with (server or host))) and client) and game and (rank or level)	USPAT; US-PGPUB; JPO	2003/06/11 10:25
-	60	((store or save or record) with (character or player or avatar) with (server or host))) and client) and game and (train or skill)	USPAT; US-PGPUB; JPO	2003/06/11 10:25
-	56	((store or save or record) with (character or player or avatar) with (server or host))) and client) and game and (train or skill)) and (((store or save or record) with (character or player or avatar) with (server or host))) and client) and game and (rank or level))	USPAT; US-PGPUB; JPO	2003/06/11 10:31
-	2	((store or save or record) with (character or player or avatar) with (server or host))) and client) and game and (train or skill)) and (((store or save or record) with (character or player or avatar) with (server or host))) and client) and game and (rank or level))) and train	USPAT; US-PGPUB; JPO	2003/06/11 10:32
-	11	((store or save or record) with (character or player or avatar) with (server or host))) and client) and game and (train or skill)) and (((store or save or record) with (character or player or avatar) with (server or host))) and client) and game and (rank or level))) and develop	USPAT; US-PGPUB; JPO	2003/06/11 10:40
-	86	((store or save or record) with (character or player or avatar) with (server or host))) and teams	USPAT; US-PGPUB; JPO	2003/06/11 13:18
-	22	((store or save or record) with (character or player or avatar) with (server or host))) and client) and compete	USPAT; US-PGPUB; JPO	2003/06/11 11:05
-	86	((store or save or record) with (character or player or avatar) with (server or host))) and team	USPAT; US-PGPUB; JPO	2003/06/11 13:19
-	40	((store or save or record) with (character or player or avatar) with (server or host))) and(player near3 team)	USPAT; US-PGPUB; JPO	2003/06/11 14:57
-	1	6352479.URPN.	USPAT	2003/06/11 13:48
-	14	("4926327" "5558339" "5768382" "5779549" "5813913" "5823879" "5828843" "5838909" "5841980" "5846132" "5890963" "5917725" "5935004" "6023729").PN.	USPAT	2003/06/11 13:49
-	1	08/940732	USPAT; US-PGPUB; JPO	2003/06/11 14:57

-	7	(US-6352479-\$ or US-6364765-\$ or US-6012984-\$ or US-6007426-\$ or US-5964660-\$ or US-5890963-\$ or US-6475089-\$).did.	USPAT	2003/06/12 12:56
-	1155312	teams groups clans parties	USPAT; US-PGPUB	2003/06/12 12:57
-	6	((US-6352479-\$ or US-6364765-\$ or US-6012984-\$ or US-6007426-\$ or US-5964660-\$ or US-5890963-\$ or US-6475089-\$).did.) and (teams groups clans parties)	USPAT; US-PGPUB	2003/06/12 12:57